THE HUNT FOR RED OCTOBER

MACINTOSH DIRECTIONS

The functions described in THE HUNT FOR RED OCTOBER ***Command Manual*** are applicable to the Macintosh version of the game, with a few modifications. Those differences are explained below.

LOADING THE GAME

Insert game disk and double-click on the **GAME** icon. The game loads.

PLAYER OPTIONS

After the game loads, you see the High Level Command Screen and a cursor ( ). Use the Mouse to control the cursor. Click the Mouse to accept selected options.

The Menu Bar lets you make gameplay selections. To make a selection, place the cursor over a Menu (, **File**, **Game**, or **Difficulty**), drag the Mouse down until the selection is highlighted and release the Mouse button.

Most of the Menu Bar selections can also be made without the Mouse, by holding down the ⌘ key while typing the corresponding letter (type ⌘**S** to **S**ave a game, for example).

 The Menu has one selection, **About**, that displays a brief note giving the game's version number.

File The File Menu has four selections.

New (⌘**N**) lets you begin a new game.

Load Position (⌘**L**) lets you load a previously-saved game.

Save Position (⌘**S**) lets you save a game in progress. ***Note:*** Don't save games to your program disk; use a separate save-game disk!

Quit Game (⌘**Q**) takes you back to the Mac's desktop.

Game There are three selections in the Game Menu.

Recognition Chart (⌘**R**) lets you see the Ship Recognition Charts. Click on PREV and NEXT to flip through the Charts. Click CANCEL to go back to the game.

Sound Off (⌘**O**) lets you turn off the sound effects. When the sound is off, this selection reads: **Sound On** (⌘**O**).

Pause Game (⌘**P**) lets you temporarily halt game action and time. When the game is paused, this selection reads: **Continue Game** (⌘**P**).

Difficulty You can change the difficulty level anytime during the game. The three levels are: **Easy** (⌘E); **Medium** (⌘M); **Hard** (⌘H).

CONTROLLING THE RED OCTOBER

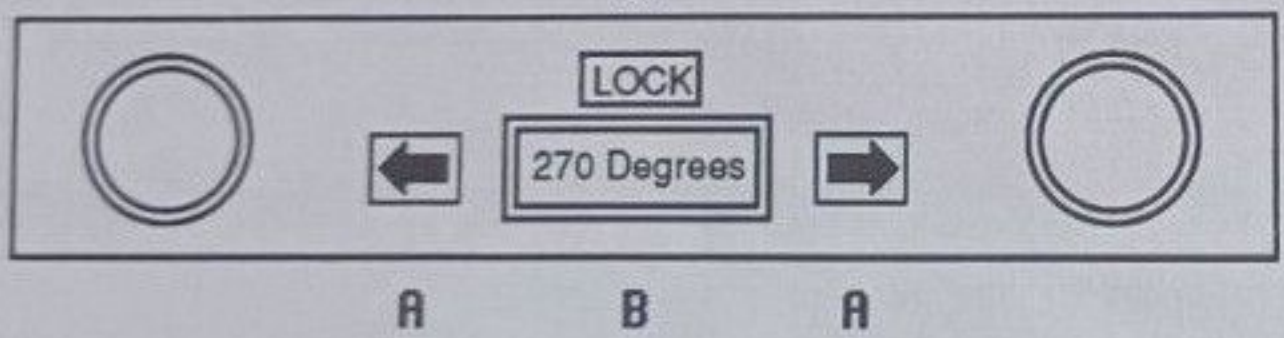
The High Level Command Screen is slightly different on the Macintosh than in the illustration on page 9 of your Command Manual.

Message Window In the left of the Message Window is the word SONAR. Click on this to change to the Sonar Information display. To change back to the Message Window, click on the word ORDERS.

Main Control Panel This panel includes a gauge that lets you see how much power is left in the sub's solar batteries.

Speed up the game time by clicking on the Calendar one or more times. Slow down the game time by clicking on the Clock one or more times. Game speed automatically returns to normal if any ships are nearby, unless the Option key is being held down, in which case the game remains in its quickened state.

Scope When the periscope is up, a Control Panel appears beneath the Main Display:



A: Arrows for rotating the Scope left or right;
B: Periscope Heading;
C: Button for locking onto target ship.

When ships are visible in your periscope, clicking on Night Scope makes them stand out more clearly.

Maps In the Contour Map, the contour effect is shown by shaded tones; the darker the shading, the deeper the sea.

In the Atlantic Map, the black ships are Soviet and the white ships are American. The October is a black sub, the first you see in the game.

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